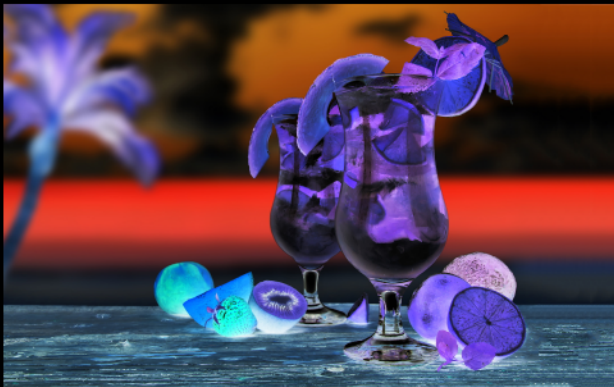


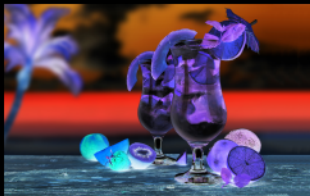
Data Structures I:

Binary trees



Disclaimer: Keep alcohol out of the hands of minors.

- 40 ml of white rum
- 30 ml of lime juice
- 30 ml of soda water
- 6 leaves of mint
- 2 teaspoons of sugar





<https://www.youtube.com/watch?v=tVQtjCZa0KU>



<http://visualgo.net/list.html>

A binary tree is a tree data structure in which each node has at most two children, which are referred to as the **left child** and the **right child**.

- 1 Applications
- 2 Implementation
- 3 Some Algorithms
 - Number of elements
 - Maximum Height
 - Search
 - Recursive print



- Files systems
- Family trees
- Databases
- Priority Queues
- Syntax trees
- ...

Taken from <http://stackoverflow.com/questions/2130416/what-are-the-applications-of-binary-trees>

- Files systems
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```
public class Node {  
    public Node left;  
    public Node right;  
    public int data;  
    public Node(int d){  
        data = d;  
    }  
}
```

```
public class BinaryTree {  
    Node root;  
    public BinaryTree() {  
        root = null;  
    }  
}
```

```
public class BinaryTree {  
    ...  
    private int elementsAUX(Node node) {  
        if (node == null)  
            return 0;  
        else  
            return elementsAUX(node.left)+  
                    elementsAUX(node.right)+1;  
    }  
    public int elements() {  
        return elementsAUX(root);  
    }  
}
```

```
public class BinaryTree {  
    private int maxHeightAUX(Node node) {  
        if (node == null)  
            return 0;  
        else  
            return Math.max(  
                maxHeightAUX(node.left),  
                maxHeightAUX(node.right))+1;  
    }  
    public int maxHeight() {  
        return maxHeightAUX(root);  
    }  
}
```



```
public class BinaryTree {  
    ...  
    private void printAUX(Node node) {  
        if (node != null) {  
            System.out.println(node.data);  
            printAUX(node.left);  
            printAUX(node.right);  
        }  
    }  
    public boolean print() {  
        return printAUX(root);  
    }  
}
```

```
public class BinaryTree {  
    ...  
    private void printAUX(Node node) {  
        if (node != null) {  
            System.out.println(node.data); //O(1)  
            printAUX(node.left); //O(n/2)  
            printAUX(node.right); //O(n/2)  
        }  
    }  
}
```

- $T(n) = 2T(n/2) + C$
- $T(n)$ is $O(n)$

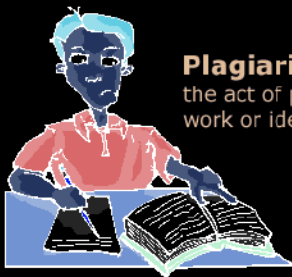
```
public class BinaryTree {  
    ...  
    private void printAUX(Node node) {  
        if (node != null) {  
            System.out.println(node.data); //O(1)  
            printAUX(node.left); //O(n/2)  
            printAUX(node.right); //O(n/2)  
        }  
    }  
}
```

- $T(n) = 2T(n/2) + C$
- $T(n)$ is $O(n)$

```
public class BinaryTree {  
    private boolean findAUX(Node node, int x){  
        if (node == null)  
            return false;  
        else  
            return node.data == x ||  
                findAUX(node.left,x) ||  
                findAUX(node.right,x);  
    }  
    public boolean find(int x) {  
        return findAUX(root, x);  
    }  
}
```

```
public class BinaryTree {  
    private void printByLevels() {  
        LinkedList<Node> queue = new LinkedList();  
        if (root != null) queue.add(root);  
        while (queue.size() != 0) {  
            Node node = queue.pop();  
            System.out.println(node.data);  
            if (node.left != null)  
                queue.add(node.left);  
            if (node.right != null)  
                queue.add(node.right);  
        }  
    }  
}
```

- Please learn how to reference images, trademarks, videos and fragments of code.
- Avoid plagiarism



Plagiarism:

the act of presenting another's work or ideas as your own.

Figure: Figure about plagiarism, University of Malta [Uni09]



University of Malta.

Plagiarism — The act of presenting another's work or ideas as your own, 2009.

[Online; accessed 29-November-2013].

- Binary trees
 - https://en.wikipedia.org/wiki/Binary_tree

